

# Innovate and Create with Technology

## PPS ICT Blog

The blog for PPS staff to **request IT support**, share ideas and find resources. Access this blog from the learning tools tab in the portal.

Please email if you don't have access.

## K-6 Literacy Continuum

The **interactive online Literacy Continuum** allows you to click on the separate elements in each cluster and view or download teaching ideas.

## PPS Library

Access our **school library\*** from any computer, even at home. This might help with your planning if you know we have a particular resource in stock.

**NB** If you're accessing from home, you must be already logged onto the Portal in another tab.

*\*Help keep the library information accurate by always checking books in and out.*

## Red Dragonfly Mathematics Challenge

This is an English adaptation of a classic Japanese **mathematics problem-solving** book, known as the *Math Brain Quiz (Red)* or more commonly as the *Red book*, by Mr Yasuhiro Hosomizu. The *Red dragonfly mathematics challenge* offers many open-ended problems that can be challenging to students and teachers alike.

NOTE: you might need to have a portal page open for this link to work at home.

Contributed by Cris B

[Previous issues here](#)

## Chemistry for Primary kids

From **kinder to year 6**, this site has excellent interactive activities to teach kids about chemicals in their environment, guided by Professor Chemicroc.

*Don't let the site name put you off, there are some great activities here, especially for kinders.*

## We Give Books

*We Give Books* is an online initiative from the Penguin Group and the Pearson Foundation. Their website provides a range of **ebooks free** to everyone. Children can enjoy quality fiction and non-fiction books suitable **up to age 10**.

## Inference with Pictures

A series of images with questions encouraging students to make inferences about the content.

Suitable for **K – 6** and a good introduction to this skill.

Great idea for lesson breaks.

## Game-based learning links

*Gamification* is the application of game dynamics and elements to other activities to increase engagement.

It is proving successful in engaging students in the classroom when used to redesign standard learning tasks.

Above is a link to **5 articles and blogs** about game based learning.

## The Artists Toolkit

Students can explore the different elements and principles of art through labeled examples and their own online creations. Read about the **artistic elements and principles** in the site's encyclopedia.

Link contributed by Doreen

Check our teacher's drive for a folder called NAPLAN 2011. It is a notebook file which addresses each 2011 question with links to IWB sites.

Info from Cris B

